Amendments to the Claims

Listing of Claims:

1. (currently amended) A license managing system including a game apparatus to be licensed and a managing apparatus,

said managing apparatus comprising:

inputting means;

encrypting means for encrypting information inputted from said inputting means to produce encrypted information; and

outputting means for outputting said encrypted information,

wherein said encrypting means encrypts at least identification information of the game apparatus to be licensed and license condition information thereof to produce said encrypted information,

said game apparatus comprising:

inputting means for inputting said outputted encrypted information;

encryption decoding means for decoding said inputted encrypted information;

controlling means for controlling execution of a game program;

storing means for storing identification information of said game apparatus;

storing means for storing internal information; and

real time clock means for counting time in accordance with preset date and time information and outputting date and time information,

wherein said encryption decoding means decodes said encrypted identification information of the game apparatus, said encrypted license condition information, and said controlling means permits execution of the game program when said decoded identification information of the game apparatus and said stored identification information of the game apparatus are in a predetermined relationship, and said decoded license condition information and said stored internal information are in a predetermined relationship, and

wherein said controlling means request an input of date and time information when the game apparatus is started, compare the inputted time and date information with said date and time information of the real time clock means, and execute subsequent process if the inputted

time and date information is included within a given time difference range with respect to said date and time information of the real time clock means,

wherein said license condition information includes operation [[limting]] limiting information of the game apparatus, and

wherein said operation limiting information represents an upper limit of sales of the game apparatus or an upper limit of number of game playing times.

2. (previously presented) A game apparatus comprising:

inputting means for inputting encrypted information;

encryption decoding means for decoding said inputted encrypted information;

controlling means for controlling execution of a game program;

storing means for storing identification information of the game apparatus;

calendar means; and

real time clock means for counting time in accordance with preset date and time information and outputting date and time information,

wherein said encryption decoding means decodes encrypted identification information of the game apparatus, license period information of the game apparatus and operation limiting information of the game apparatus, and said controlling means permits execution of the game program when said decoded identification information of the game apparatus and said stored identification information of the game apparatus are in a predetermined relationship, and said decoded license period information and date information supplied from said calendar means are in a predetermined relationship, and

wherein said controlling means request an input of date and time information when the game apparatus is started, compare the inputted time and date information with said date and time information of the real time clock means, and execute subsequent process if the inputted time and date information is included within a given time difference range with respect to said date and time information of the real time clock means.,

wherein said controlling means prohibits execution of said game program when a working state of said game apparatus falls outside of a range of an operation limit specified by said operation limiting information, and

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wherein said operation limiting information represents an upper limit of sales of the game apparatus or an upper limit of number of game playing times.

3. (Original) The game apparatus according to claim 2, wherein said controlling means prohibits execution of said game program when said decoded license period information and said date information supplied from said calendar means fall outside of said predetermined relationship after permitting execution of said game program.

4. (Original) The game apparatus according to claim 3, further comprising information outputting means, wherein said controlling means calculates, after permitting execution of said game program, a remaining period of a license period from a license period ending time indicated in said decoded license period information and said date information supplied from said calendar means, and outputs a predetermined warning to said information outputting means when said remaining period becomes less than a predetermined period.

5. (previously presented) A game apparatus comprising:

inputting means for inputting encrypted information;

encryption decoding means for decoding said inputted encrypted information;

controlling means for controlling execution of a game program;

first storing means for storing identification information of the game apparatus;

second storing means for storing a working state of the game apparatus; and

real time clock means for counting time in accordance with preset date and time information and outputting date and time information,

wherein said encryption decoding means decodes encrypted identification information of the game apparatus and operation limiting information of the game apparatus, and said controlling means permits execution of the game program when said decoded identification information of the game apparatus and said stored identification information of the game apparatus are in a predetermined relationship, while said controlling means prohibits execution of said game program when said working state of the game apparatus falls outside of a range of

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an operation limit specified by said decoded operation limiting information, and

wherein said controlling means request an input of date and time information when the game apparatus is started, compare the inputted time and date information with said date and time information of the real time clock means, and execute subsequent process if the inputted time and date information is included within a given time difference range with respect to said date and time information of the real time clock means,

wherein said operation limiting information represents an upper limit of sales of the game apparatus or an upper limit of number of game playing times.

6. (Cancelled)

7. (previously presented) The game apparatus according to claim 5, further comprising information outputting means, wherein said controlling means deducts, after permitting execution of said game program, current sales of the game apparatus from said upper limit of sales, and outputs a predetermined warning to said information outputting means when an amount after deduction becomes smaller than a predetermined amount.

8. (Cancelled)

9. (previously presented) The game apparatus according to claim 5, further comprising information outputting means, wherein said controlling means calculates, after permitting execution of said game program, a remaining number of game playing times from said upper limit of the number of game playing times and a current number of game playing times, and outputs a predetermined warning to said information outputting means when said remaining number of game playing times becomes less than a predetermined number of game playing times.

10. (previously presented) A working state managing system including a game apparatus to be managed and a managing apparatus, said game apparatus comprising:

storing means for storing identification information of the game apparatus;

storing means for storing working state information of the game apparatus;

encrypting means for encrypting said identification information and said working state information;

information outputting means;

controlling means for causing said encrypting means, according to a predetermined operation, to encrypt said working state information and to output said encrypted working state information in a visible form from said information outputting means; and

real time clock means for counting time in accordance with preset date and time information and outputting date and time information,

said managing apparatus comprising:

inputting means for inputting said encrypted identification information and said encrypted working state information;

encryption decoding means for decoding said encrypted identification information, said encrypted working state information and operation limiting information;

outputting means; and

controlling means,

wherein when said encrypted identification information and said encrypted working state information are inputted from said inputting means, said controlling means causes said encryption decoding means to decode said information and, according to a request, to output the decoded identification information and the decoded working state information in a visible form from said outputting means, and

wherein said controlling means request an input of date and time information when the game apparatus is started, compare the inputted time and date information with said date and time information of the real time clock means, and execute subsequent process if the inputted time and date information is included within a given time difference range with respect to said date and time information of the real time clock means-,

said controlling means of said game apparatus further comprising means for controlling execution of a game program,

wherein said controlling means prohibits execution of said game program when said working state information falls outside of a range of an operation limit specified by said

operation limiting information,

 wherein said operation limiting information represents an upper limit of sales of the game apparatus or an upper limit of number of game playing times.

11. (previously presented) A game apparatus comprising:

 working state storing means for storing working state information;

 encrypting means for encrypting said stored working state information;

 information outputting means;

 controlling means for causing said encrypting means, according to a predetermined operation, to encrypt said working state information and to output said encrypted working state information in a visible form from said information outputting means; and

 real time clock means for counting time in accordance with preset date and time information and outputting date and time information,

 wherein said controlling means request an input of date and time information when the game apparatus is started, compare the inputted time and date information with said date and time information of the real time clock means, and execute subsequent process if the inputted time and date information is included within a given time difference range with respect to said date and time information of the real time clock means-,

 wherein said controlling means prohibits execution of game program when said working state information falls outside of a range of an operation limit specified by operation limiting information,

 wherein said operation limiting information represents an upper limit of sales of the game apparatus or an upper limit of number of game playing times.

12. (Original) The game apparatus according to claim 11, further comprising storing means for storing identification information of the game apparatus, wherein said encrypting means encrypts said working state information and said identification information, and said controlling means outputs said encrypted working state information and said encrypted identification information in a visible form from said information outputting means.

13. (Cancelled)

14. (previously presented) A license managing method for a game apparatus,

counting time using a real time clock in accordance with preset date and time information and outputting date and time information;

transmitting a password representing encrypted identification information of the game apparatus to be licensed and encrypted license condition information to a licensee, and said password into the game apparatus to be licensed by said licensee;

making a first determination whether or not said decoded identification information and prestored identification information of the game apparatus are in a predetermined relationship;

making a second determination whether or not said decoded license condition information and internal information of the game apparatus are in a predetermined relationship;

executing a game program of the game apparatus when the determination results of said first and second determination processing are both affirmative;

requesting an input of date and time information when the game apparatus is started; comparing the inputted date and time information with said date and time information of the real time clock means; and

executing subsequent processing if the inputted time and date information is included within a given time difference range with respect to said date and time information of the real time clock means,

prohibiting execution of game program of said game apparatus when a working state of said game apparatus falls outside of a range of an operation limit specified by operation limiting information,

wherein said operation limiting information represents an upper limit of sales of the game apparatus or an upper limit of number of game playing times.

15. (previously presented) A method for controlling a game apparatus comprising the steps of:

counting using a real time clock time in accordance with preset date and time information and outputting date and time information;

obtaining a password representing encrypted identification information of the game

apparatus and encrypted license condition information thereof,;

decoding said obtained password comprising the steps of:,

making a first determination whether or not said decoded identification information and identification information stored in said game apparatus are in a predetermined relationship,

making a second determination whether or not said decoded license condition information and internal information of the game apparatus are in a predetermined relationship,

executing a game program of the game apparatus when determination results of said first and second determination processing are both affirmative; and

requesting an input of date and time information when the game apparatus is started, ;

comparing the inputted date and time information with said date and time information counted using said real time clock; and

executing subsequent processing if the inputted time and date information is included within a given time difference range with respect to said date and time information counted using said real time clock,

prohibiting execution of game program of said game apparatus when a working state of said game apparatus falls outside of a range of an operation limit specified by operation limiting information,

wherein said operation limiting information represents an upper limit of sales of the game apparatus or an upper limit of number of game playing times.

16. (Original) The method according to claim 15, wherein execution of said game program is prohibited when the determination result of said second determination processing becomes negative after execution of said program is permitted.

17. (previously presented) A method for grasping a working state of a game apparatus, comprising the steps of:

counting time using a real time clock in accordance with preset date and time information and outputting date and time information;

causing the game apparatus to output a password in a visible form, said password representing encrypted identification information of the game apparatus and encrypted working

state information thereof;, said encrypted working state information includes information relating to sales of said game apparatus or information relating to the number of game playing times;

notifying said password to a manager from a managing operator of said game apparatus;

inputting said notified password into a managing apparatus by said manager;

causing said managing apparatus to decode said password, and to output the decoded identification information of the game apparatus and the decoded working state information thereof in a visible form; and

causing said game apparatus to request an input of date and time information when the game apparatus is started, to compare the inputted time and date information with said date and time information of the real time clock means, and to execute subsequent process if the inputted time and date information is included within a given time difference range with respect to said date and time information of the real time clock,

causing said game apparatus to prohibit execution of game program when said working state information falls outside of a range of an operation limit specified by operation limiting information,

wherein said operation limiting information represents an upper limit of sales of the game apparatus or an upper limit of number of game playing times.

18. (previously presented) An information presenting method for obtaining identification information of a game apparatus comprising the steps of:

counting time using a real time clock in accordance with preset date and time information and outputting date and time information;

obtaining working state information of the game apparatus, processing for encrypting said identification information and said working state information;

outputting said encrypted information in a visible form;

requesting an input of date and time information when the game apparatus is started;;

comparing the inputted time and date information with said date and time information of the real time clock; and

executing subsequent process if the inputted time and date information is included

within a given time difference range with respect to said date and time information of the real time clock,

wherein said working state information includes information relating to sales of said game apparatus or information relating to the number of game playing times,

causing said game apparatus to prohibit execution of game program when said working state information falls outside of a range of an operation limit specified by operation limiting information,

wherein said operation limiting information represents an upper limit of sales of the game apparatus or an upper limit of number of game playing times.

19. (Cancelled)

20. (previously presented) A computer-readable recording medium recording a computer program for causing a computer to operate as a game apparatus, wherein said game apparatus comprising real time clock means for counting time in accordance with preset date and time information and outputting date and time information, said computer program causing said computer to execute the steps of:

requesting an input of a password representing encrypted identification information of the game apparatus and encrypted license condition information thereof;

decoding said inputted password;

permitting execution of a game program when said decoded identification information of the game apparatus and prestored identification information of the game apparatus are in a predetermined relationship and said decoded license condition information of the game apparatus and internal information of the game apparatus are in a predetermined relationship; and

requesting an input of date and time information when the game apparatus is started, comparing the inputted time and date information with said date and time information of the real time clock means, and executing subsequent process if the inputted time and date information is included within a given time difference range with respect to said date and time information of

the real time clock means,

prohibiting execution of said game program when a working state of said game apparatus falls outside of a range of an operation limit specified by operation limiting information,

wherein said operation limiting information represents an upper limit of sales of the game apparatus or an upper limit of number of game playing times.

21. (Canceled)

22. (previously presented) A computer-readable recording medium recording a computer program for causing a computer to operate as a game apparatus, wherein said game apparatus comprising real time clock means for counting time in accordance with preset date and time information and outputting date and time information, said computer program causing said computer to execute the steps of:

obtaining an identification number of the game apparatus;

obtaining working state information of the game apparatus;

encrypting said obtained identification number and said obtained working state information;

outputting said encrypted information in a visible form; and

requesting an input of date and time information when the game apparatus is started, comparing the inputted time and date information with said date and time information of the real time clock means, and executing subsequent process if the inputted time and date information is included within a given time difference range with respect to said date and time information of the real time clock means;

prohibiting execution of game program of said game apparatus when said working state information falls outside of a range of an operation limit specified by operation limiting information,

wherein said operation limiting information represents an upper limit of sales of the game apparatus or an upper limit of number of game playing times.

23. (Canceled)